AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1 - 8. (Canceled).

9. (Original) An image processing device comprising a character model and a polygon model for applying a transparency set to this character model, wherein said polygon model is applied to said character model and when applying said character model to this polygon model, the image processing of half transparency is performed for said character model based on said transparency data.

10. (Original) The image processing device according to Claim 9, wherein data for gradation processing, by which the transparency changes in order, is set for said polygon model, and when said character model is applied to said polygon model, the gradation processing of half transparency is performed for said character model.

11. (Previously Presented) The device according to Claim 9 or 10, wherein said character model is a projection image model corresponding to an object.

12. (Original) The device according to Claim 11, wherein said projection model is a shadow model of the object.

13. (Previously Presented) The device according to Claim 9 or 10, wherein there are a plurality of projection image models and said processing of transparency of said polygon model is performed to the plurality of projection image models.

14. (Previously Presented) The device according to Claim 11, wherein there are a plurality of pairs of said projection image models of characters and said polygon models, and when these pairs overlap, a disabling means is provided between the bottom pair and top pair for disabling the data of transparency of the polygon model of the bottom pair.

15. (Previously Presented) The device according to Claim 14, wherein said disabling means includes separately an additional polygon model which transparency is set 0, and this additional polygon model is set upon the projection image model of said character.

16. (Original) The device according to Claim 9 or 10, wherein said polygon model is a tabular polygon and said character model is arranged on this tabular polygon.

17. (Currently Amended) An image processing device ~~comprising an image processing means~~ for performing an image processing movement which generates a shadow of a motion character moving on a display screen, when lights are

irradiated [[to]] onto the motion character by a plurality of light sources, ~~further~~

comprising:

a shadow model modeling means for modeling a plurality of shadow models

each having ~~which has~~ color information and a transparency of 100% designated

corresponding to each of the plurality of light sources;

a gradation polygon modeling means for modeling a plurality of gradation

polygons, each of the plurality of gradation polygons being modeled to overlap with

corresponding ones of the plurality of shadow models, each of the plurality of shadow

models being arranged above the corresponding ones of the plurality of gradation

polygons, and each of the plurality of gradation polygons being set with a transparency

of the corresponding ones of the plurality of shadow models;

~~table wherein each of said shadow models overlap, each make a top layer and~~

~~the transparency of said shadow models is set;~~

a filter polygon modeling means for modeling a plurality of filter polygons for

cutting off the transparency set to corresponding ones of the plurality of gradation

polygons, each of the plurality of filter polygons overlapping a plurality of units of the

plurality of shadow models and the plurality of gradation polygons, the plurality of filter

polygons having ~~which is overlapped under the gradation table except the match of the~~

~~shadow model and the gradation table which is at a bottom most layer,~~ has no

designated color information ~~designated but the~~ and a designated transparency of 0 %

~~designated;~~ and

<u>a pixel generation means that generates pixels to represent the shadow of the</u>

<u>motion character based on the plurality of units of the plurality of shadow models and</u>

<u>the plurality of gradation polygons.</u>

18 - 19.   (Canceled).

20.   (Previously Presented)   A method for processing an image, comprising:

providing a character model;

providing a polygon model for applying a transparency set to said character

model; and

applying said polygon model to said character model and when applying said

character model to said polygon model, performing the image processing of half

transparency for said character model based on said transparency data.

21.   (Previously Presented)   The method according to Claim 20, further

comprising:

setting for said polygon model, data for gradation processing, by which the

transparency changes in order; and

performing for said character model, when said character model is applied to

said polygon model, the gradation processing of half transparency.

22.   (Previously Presented)   The method according to Claim 20 or 21,

wherein said character model is a projection image model corresponding to an object.

23.   (Previously Presented)   The method according to Claim 22, further comprising providing said projection model as a shadow model of the object.

24.   (Previously Presented)   The method according to Claim 20 or 21, wherein there are a plurality of projection image models;

said method further including performing said processing of transparency of said polygon model to the plurality of projection image models.

25.   (Previously Presented)   The method according to Claim 22, wherein there are a plurality of pairs of said projection image models of characters and said polygon models;

said method further including providing, when these pairs overlap, a disabling means between the bottom pair and top pair for disabling the data of transparency of the polygon model of the bottom pair.

26.   (Previously Presented)   The method according to Claim 25, wherein said disabling means includes separately an additional polygon model which transparency is set 0; and

said disabling including setting said additional polygon model upon the projection image model of said character.

27. (Previously Presented) The method according to Claim 20 or 21,

further including providing said polygon model as a tabular polygon; and

arranging said character model on said tabular polygon.

28. (Currently Amended) A method for ~~processing an image~~ generating

a shadow of a motion character moving on a display screen, comprising:

~~performing an image processing movement which generates a shadow of a~~

~~motion character moving on a display screen, when lights are irradiated to the motion~~

~~character by a plurality of light sources;~~

~~providing a shadow model which has color information and a transparency of~~

~~100% designated corresponding to each of the light sources;~~

~~providing a gradation table wherein each of said shadow models overlap and~~

~~make a top layer and the transparency of said shadow models is set; and~~

~~overlapping a filter polygon under the gradation table except the match of the~~

~~shadow model and the gradation table which is at a bottom most layer, has no color~~

~~information designated but the transparency of 0% designated.~~

modeling a plurality of shadow models having color information and a

transparency of 100% designated corresponding to each of a plurality of light sources

that are irradiated onto the motion character;

modeling a plurality of gradation polygons, each of the plurality of gradation

polygons being modeled to overlap with corresponding ones of the plurality of shadow

models, each of the plurality of shadow models being arranged above the

corresponding ones of the plurality of gradation polygons, and each of the plurality of

gradation polygons being set with a transparency of the corresponding ones of the plurality of shadow models;

modeling a plurality of filter polygons for cutting off the transparency set to corresponding ones of the plurality of gradation polygons, each of the plurality of filter polygons overlapping a plurality of units of the plurality of shadow models and the plurality of gradation polygons, the plurality of filter polygons having no designated color information and a designated transparency of 0 %; and

generating pixels to represent the shadow of the motion character based on the plurality of units of the plurality of shadow models and the plurality of gradation polygons.